



---『答狗の血』STAFF COMMENT---

この度、『答狗の血』をお買上げ、誠にありがとうございます。
製作スタッフ一同、心よりお礼を申し上げます。

※このページは物語のエンディングを迎えられた方にご用意いたしました。
ここから先は、ネタバレ及び制作秘話等が含まれております故、
『答狗の血』のエンディングを迎えられてから、来ることをお薦め致します。

お疲れさまでした、ここからお入りください。

Togainu no Chi liner notes

Thank you for purchasing Togainu no Chi!

The production team would like to thank you from the bottom of our hearts.

Currently, we're all working hard on our next game.

We hope you'll continue to support Nitro+ CHiRAL!

*These notes are intended for players who have fully completed the story.

They may contain development anecdotes or other story spoilers.

We recommend you finish Togainu no Chi before continuing.

[Click Here To Enter](#)

□Togainu no chi_liner notes

はじめまして。シナリオを担当させて頂きました、淵井です。
この度は「咎狗の血」をお手に取って下さり、本当にありがとうございます。
如何でしたでしょうか？ 内心かなりハラハラしております。
もしよければ、良かった点・悪かった点など忌憚のないご意見をお聞かせ頂ければと思います。
どのキャラも彼らなりのEDを迎えています、今後はその後の話やサイドストーリーなども 少しずつどこかで書いていけたらいいなあ、と思いつつ。

さて、せっかくクリア後のおまけという事なので、咎狗開発時にまつわる裏話でも。
シナリオを書く時、自分の世界に集中する為に音楽をかけることがあるんですが、
各キャラクターの登場シーンを書いている時は、そのキャラに合ったイメージのBGMをかけている事がありました。
その中から1つ紹介します。
源泉の語りシーンや濡れ場では「TRAPT」というバンドの「STORIES」という曲をよくかけてました。
ギターの色が切なく、とても雰囲気がある大好きな曲です。
機会がありましたら聴いてみて下さいね。
他にもいくつかありますが、それはまた、ということで。

ダーク色が強い今作品でしたが、私がいつも根本的に大切にしたいと思っているものは「愛」や「感情」です。

強烈なひとつの気持ちが苦悩・葛藤した末に、多種多様に変化していく。その過程には背徳や罪悪感もあったり。
まだまだ力の及ばぬ身ですが、そういったものをもっと書いていきたいと思っています。

最後に。
まさしくやりたい放題、暴れ馬たる開発陣があらぬ方向へ突っ走りそうになるのを 手綱を引いて下さったり、時には一緒に突っ走って下さった(笑)虚淵師匠、本当にありがとうございました！
男性には中々理解し難いはずの女性特有の心理を海より広い心で受け止めて下さり、開発が進むにつれて、ツボの極意を修得されていった虚淵さんは眩しかったです……！
他にもたくさんのかたがたに支えられて、「咎狗の血」はようやくここまで辿り着きました。
関係者の皆様、そして手に取って下さったユーザーの皆様、本当に本当にありがとうございました。
どの場面でも、どんな気持ちでもいので、プレイしていて胸を鷲掴みにされるような思いに駆られた！
などということが皆様の心に1度でも起こっていたら、本当に嬉しいです。
「咎狗の血」がどうか皆様に末永く愛して頂けますように、心の底から願っております。

淵井 鏡

脚本：淵井 鏡 (Scenario: Fuchii Kabura)

Hi. This is Fuchii Kabura. Thank you so much for taking the time to play.
What did you think? I'm really nervous, but please send any comments or criticism my way. I think I gave each character the ending he deserved, but I'd also like to write some epilogues or side-stories one of these days.

Now, since this is supposed to be your bonus for finishing, how about I share a story from behind the scenes?
When I'm writing, I like to listen to music. It helps me get into the world of the story. And when I'm writing a scene for a particular character, I try to find music that suits that character's image.
Here, I'd like to share one of my special songs: STORIES by TRAPT. This is what I listened to while writing Motomi's backstory and H-scenes. The mournful sound of the guitar really made the atmosphere.
It's a great song, so I hope you can find the time to listen to it.
Maybe I'll share some of the others another time.

Although Togainu was a pretty dark tale, at its core, it's still about love and passion, about how strong emotions can shift from one moment to the next, and how that can lead to depraved actions, or actions we later regret.

I still have a lot to learn, but that's the kind of story I want to keep writing.

Speaking of learning, I'd especially like to thank Master Urobuchi for putting up with us wild horses in the Togainu dev team, for reining us in whenever we were headed off a cliff, and sometimes, for joining us in another crazy charge.
I know it can be hard for men to understand what women like about BL, but he approached the project with consummate grace, and by the end, could talk the genre as well as any of us!
Togainu would not have been possible without him and all the other members of the staff.
And of course, I'd like to thank everyone who purchased this game. If there was even one moment that gripped you, that made you feel like your heart might burst, then I'm as happy as can be.

I hope you'll keep this game and its characters close to your heart.

□ Togainu no chi_liner notes



キャラクターデザイン/原画：たたな かな (Artwork/Character Designs: Tatana Kana)

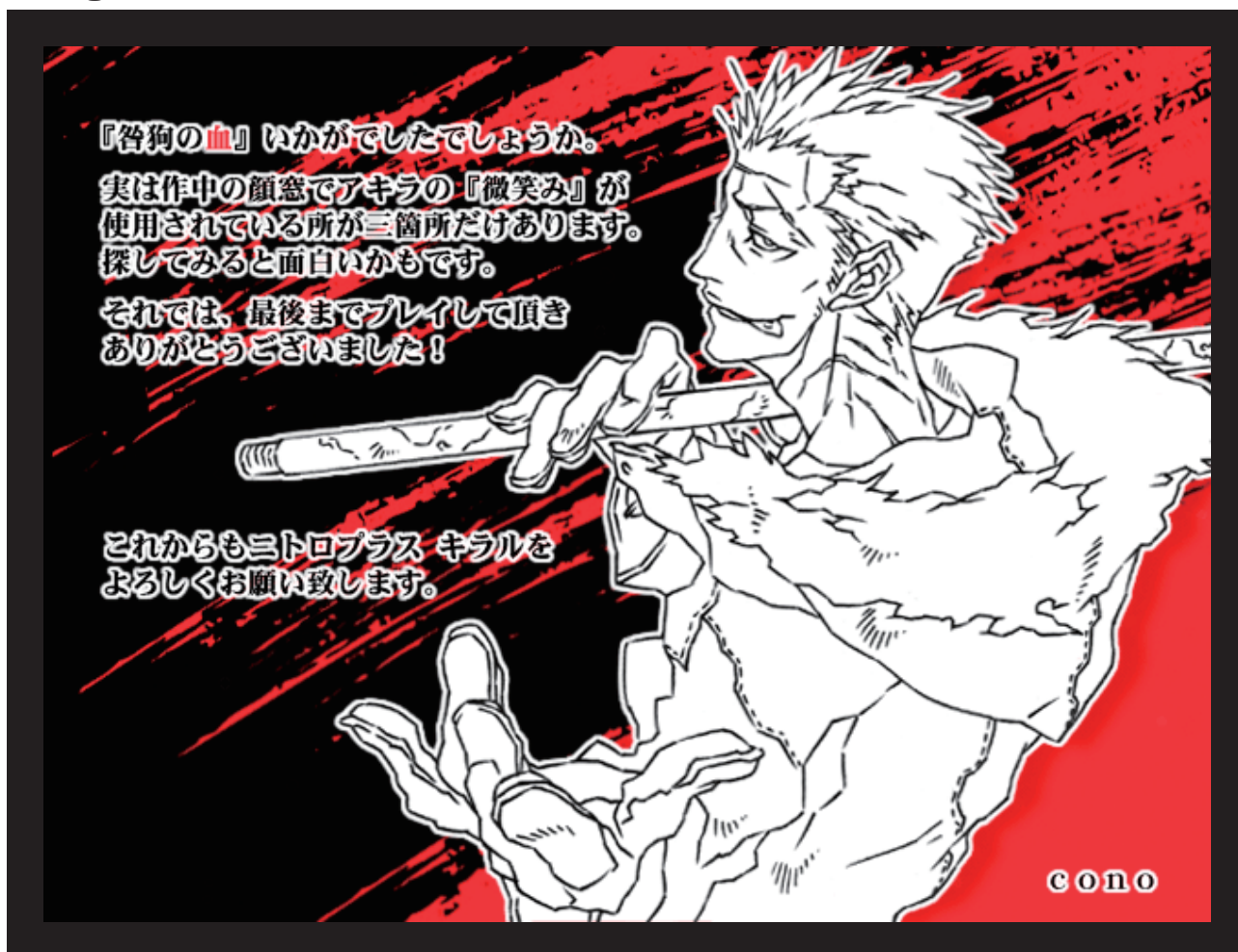
Thank you for buying Togainu no Chi! Did you like it!?

Here's an image I really wanted to draw: Akira with a nosebleed. Is that weird?

Sorry if it's not your thing.

Thanks again for playing all the way to the end!

□ Togainu no chi_liner notes



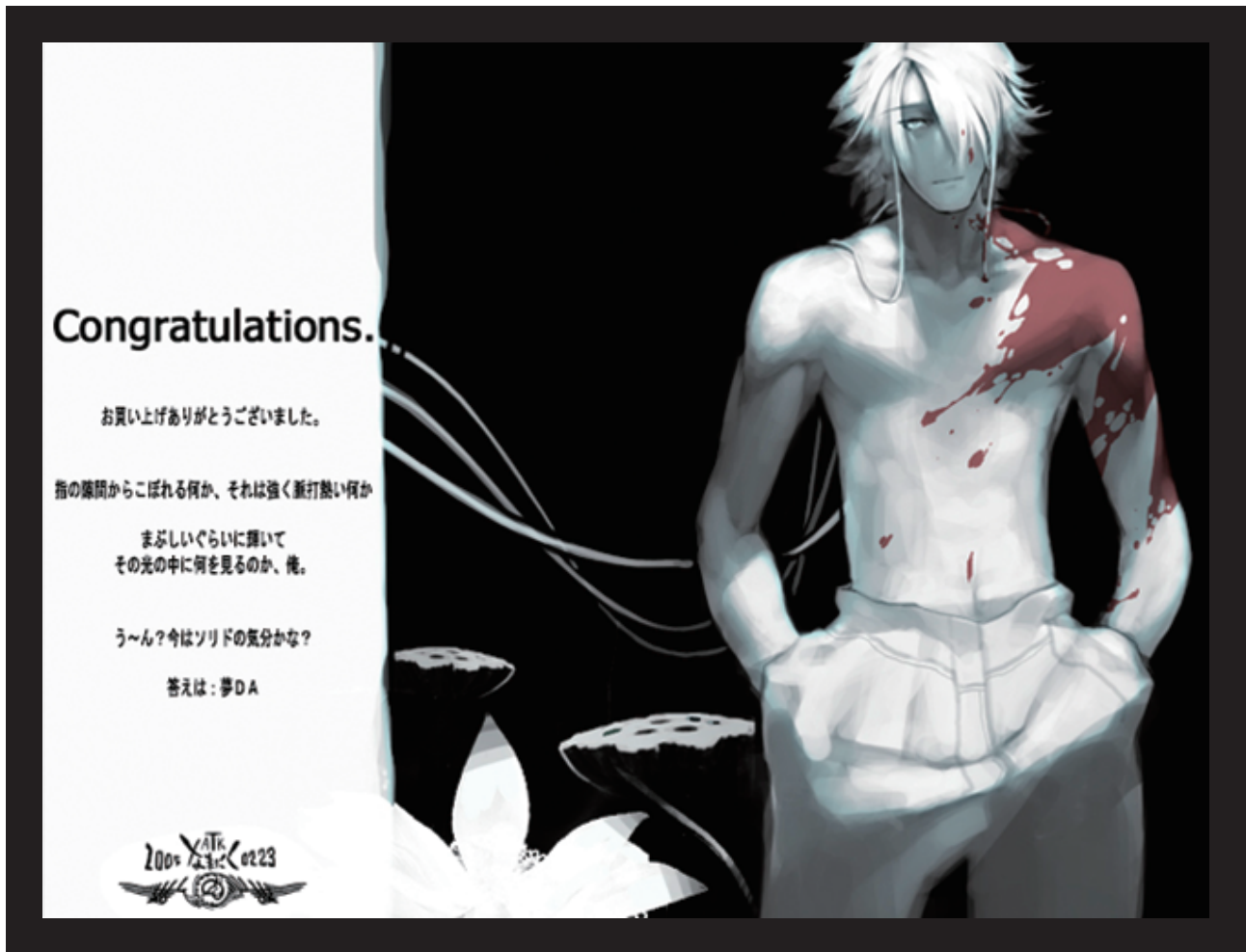
演出/スクリプト : cono (Scripting : cono)

So what did you think of Togainu no Chi?

It might interest you to know that Akira's "smiling" sprite is only used three times during the game.
Can you find them all?

Thanks for playing, and please be sure to check out future games from Nitro+CHiRAL.

□ Togainu no chi_liner notes



2Dグラフィック/スクリプト：なまにくATK (2D Graphics / Scripting : namanikuATK)

Congratulations.

Thank you for purchasing Togainu no Chi.

What is this which slips through my fingers, that pulses hot with the beat of my heart?

What will I see within its shine?

...I kinda feel like a Solid.

Answer: My dreams.

□ Togainu no chi_liner notes



2Dグラフィック：津路参汰（2D Graphics：Tsujisanta）

Hi everybody. This is Tsuji Santa. How did you like Togainu?

This was my first Boys' Love game, but I didn't have much trouble getting into it, especially with Rin's route. Motomi's was a little harder.

So Kiriwar and Gunji are pretty cool, right? I really liked their fight with Shiki. Poor Mitsuko...

□Togainu no chi_liner notes



2Dグラフィック：りんごキック (2D Graphics : Ringokikku)

Congratulations! Ringokikku here. I did some coloring. I have to say, I got really into the game while we were debugging. I mean, not to say I didn't do my job or anything! We were all excited to be working on Nitroplus's first BL game, and it turned out even better than we hoped! I hope you'll play until you've seen every ending.

Congratulations again on the clear!

□Togainu no chi_liner notes



2Dグラフィック：おがみけいち (2D Graphics : Ogami Keichi)

Ogami Keichi here. I was in charge of the standing poses.

I never in my wildest dreams thought I'd ever work on a Boys' Love game.
But I learned a lot and saw a lot of new things, so it was definitely a good experience.

Look forward to more games from Nitroplus and Nitroplus CHiRAL!

□ Togainu no chi_liner notes



2Dグラフィック: よう太 (2D Graphics: Youta)

LOVE THIS GAME

□ Togainu no chi_liner notes



2Dグラフィック: ぺはら塗装 (2D Graphics : Pehara tosou)

Congratulations on beating Togainu no Chi!

Time for another playthrough, and don't stop until you have it memorized!

□Togainu no chi_liner notes



デザインワーク: 夜死雪 (Designer: Yoshiyuki)

1: Good morning, good afternoon, good evening. Thanks for purchasing Togainu no Chi. Did you enjoy it? You're probably still deep in the atmosphere. Maybe it'll stick with you for a while. I really hope so... :)

I think this is a good opportunity to explain the ideas that went into the logo. Check it out.

2: I wanted the strokes to look sharp, bladed. I gave this one a metallic finish.

3: This part's supposed to look like a dog's fangs.

4: Here's another knifelike image.

5: This is a dog's tail. Because I thought it'd be cute.

6: Some blood here. Just enough for an accent. Wouldn't want it to be gruesome or anything.

7: It's a little hard to tell, but there's lightning here. I thought it would give the logo some oomph.

8: This is obviously barbed wire. It's supposed to evoke a sense of imprisonment, bondage.

9: These are flames, surging from within. They started out red, but that was too loud. Made it hard to see the characters. Mustn't take it too far, right? ...Right?

10: *Fellas, did you make sure to read the warning?

11: Looking back now, I'm pretty sure I took it a little too far.

12: The font is a modified commercial font.

13: (sorry, this is all I've got)

□ Togainu no chi_liner notes

もえらです。

咎狗の血、初めてプレイする（デバッグでしたが）ボーイズゲームとなりました。いやはやもっと凄い事になってやばいのかとドキドキしながらのプレイでしたが、普通におもしろかったです。一気に全ルート攻略させて頂きました。（デバッグというのもありますけど）

打ち上げの席で原画のたたなかなさんより、
「もし咎狗キャラの中でひとりだけ、どうしても攻めを受けなくてはならなかった場合、誰が良い？」と質問された時には、どう答えたのかひょ〜に困りました。
「それは拉致監禁されて拷問を受けて、でもひとり選べば解放してくれるってそういうシチュエーションですね？」とはいったものの、十数分悩み出した結論は・・・
秘密でございます。
なにかの性格診断だったのでしょうか？診断結果はまだ聞いておりません。

ニトロ作品は熱い漢たちのストーリーばかりですので、
咎狗を気に入ってくださった方は、他の作品も是非プレイしてみてください。
どれも奨めてございます。

3Dグラフィックディレクション：もえら（3D Graphics Director : Moera）

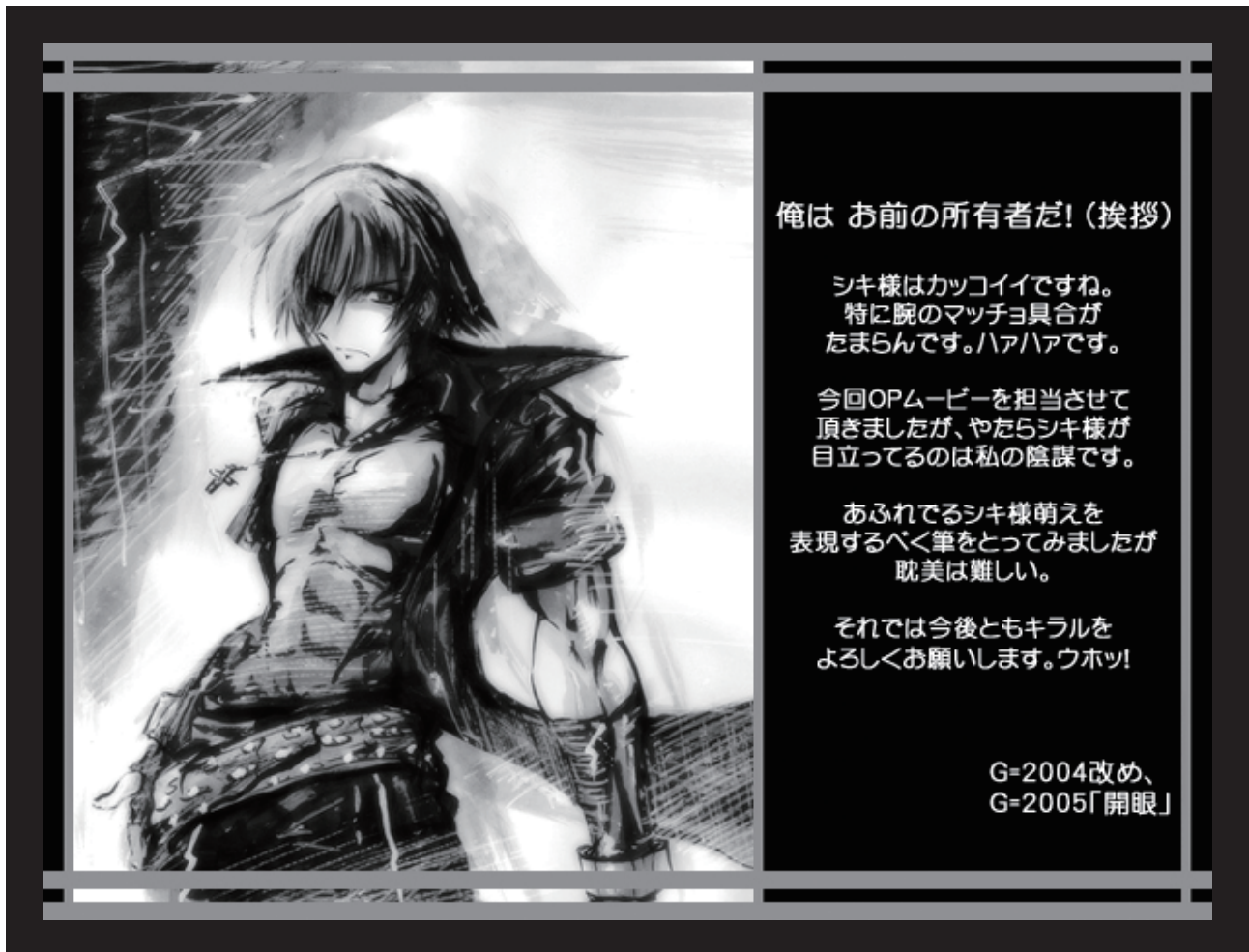
Moera here. Togainu no Chi was the first BL game I ever played. While debugging, I was constantly like, oh no, what crazy stuff is gonna happen next? But by the end, I was totally into it. Finished every route in no time (of course, it was also my job).

At the wrap party, Tatana Kana, the character designer, asked me which character, if I had to pick, would I want to make me his toy. Tough question, right? The situation was "you're trapped in a room with all of the characters, and they'll only let you out if you pick one." Ultimately, I chose... well, that's a secret.

I still wonder if that was some kind of personality test. If it was, I still haven't heard the result.

Nitro+ games are all about guys being cool, so if you liked Togainu, be sure to check out the rest of the Nitro+ catalogue. I recommend them all!

□ Togainu no chi_liner notes



3Dモデリング・コンポジット: G2004 (3D Modeling: G2004)

(How's that for a greeting?)

But yeah, Shiki's a boss, right? Those chiseled arms. Haa... haa...

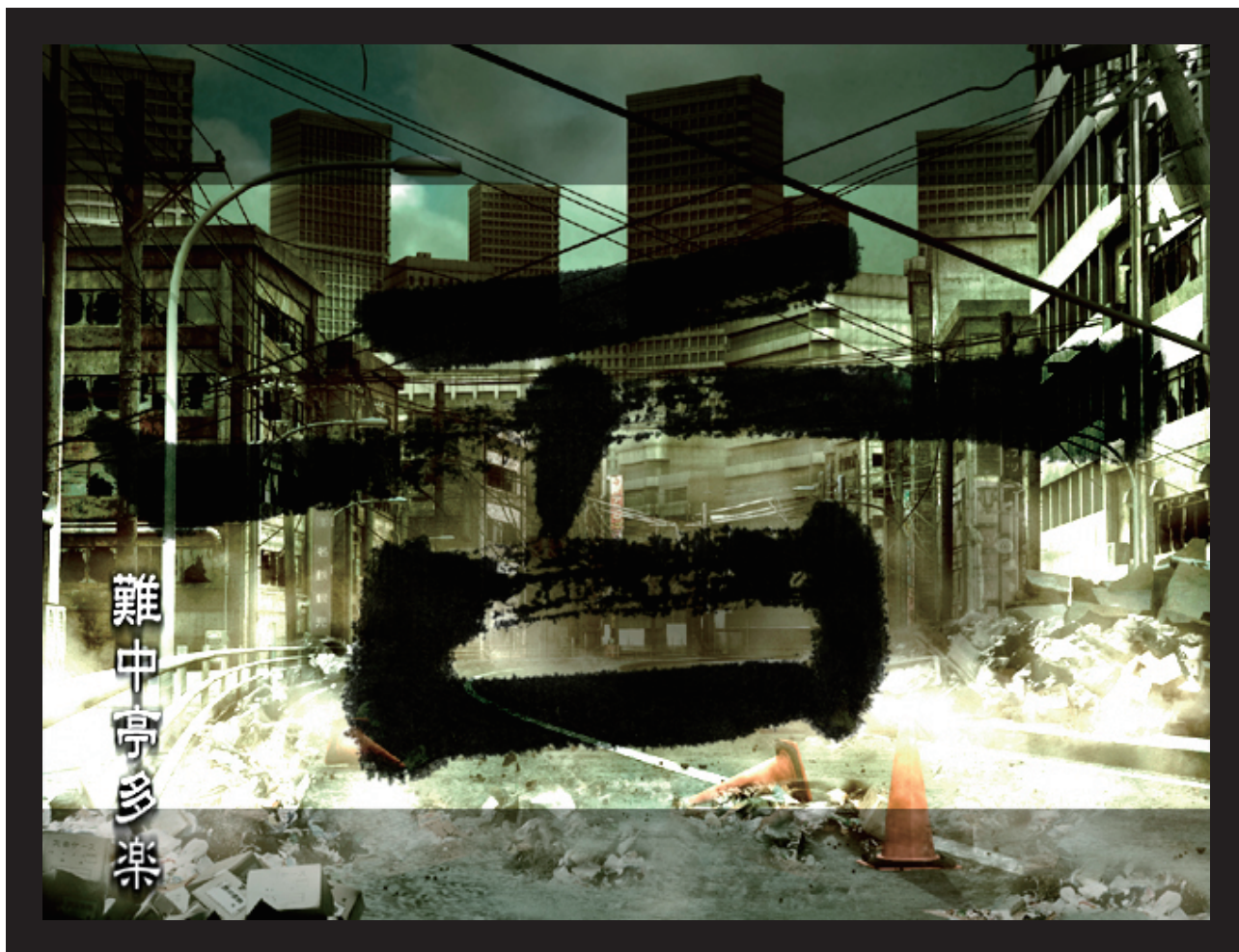
If you're wondering why Shiki stands out so much in the opening movie, it's because of me.

I tried to put all my Shiki moe into this illustration, but erotic art is *hard*.

Don't forget to watch out for future CHiRAL games!

The G2005 formerly known as G2004

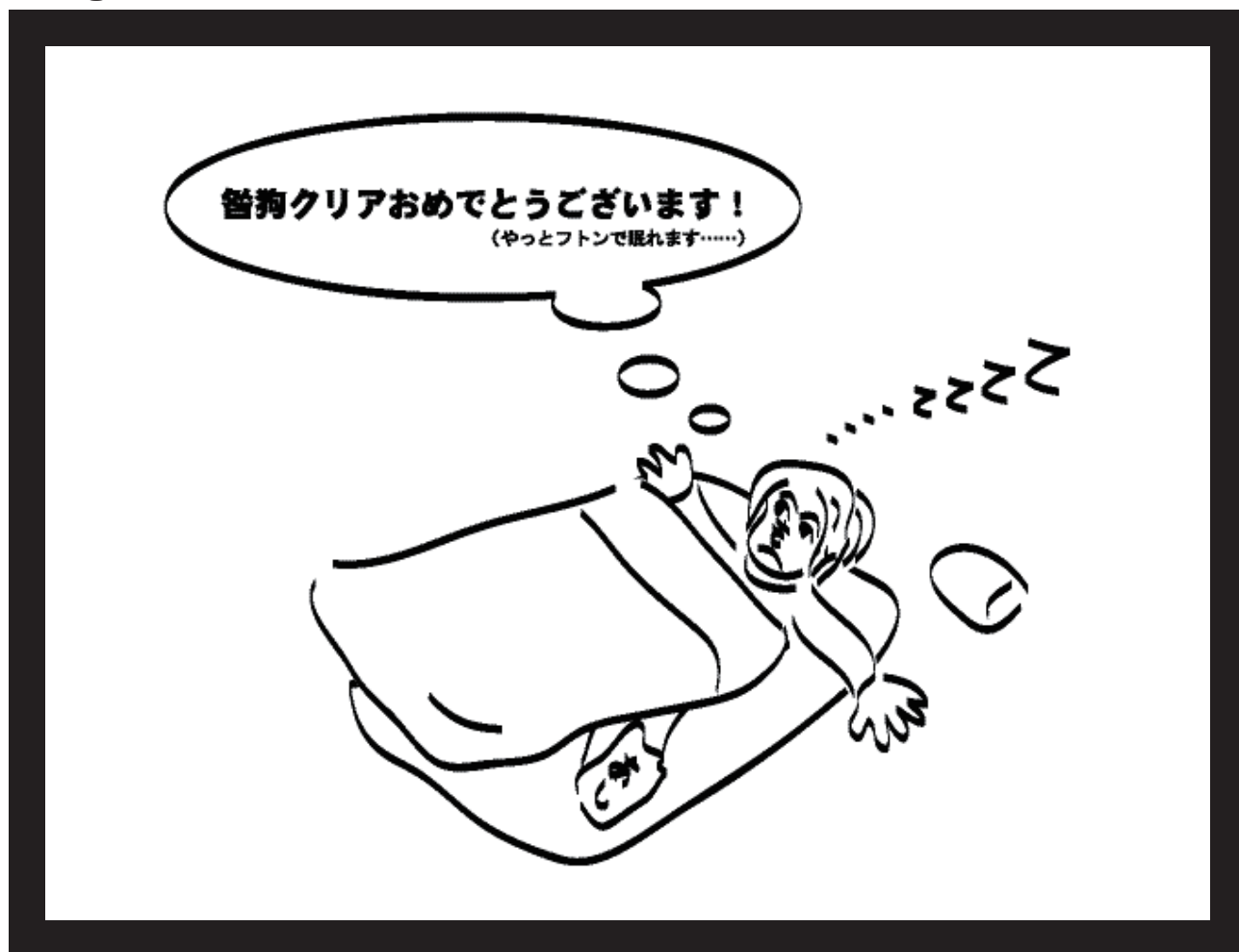
□Togainu no chi_liner notes



アートディレクション：難中亭多楽 (Art Director : Nantyyuu Teitaraku)

TONGUE

□ Togainu no chi_liner notes



プログラム：もりた (Programming : Morita)

Congratulations on beating Togainu!
(I can finally sleep in my own futon...)

□Togainu no chi_liner notes



スクリプト：徒歩十分 (Scripting : Toho Juppun)

I SAW NOTHING
-Toho Juppun

Thank you to everyone who played this game to the end.
Please look forward to our next release.

□Togainu no chi_liner notes

はじめまして、ちりゅうです。

この度は『咎狗の血』をご購入していただき、
誠にありがとうございました。

さて、『咎狗の血』、いかがでしたでしょうか？

私は何を隠そう、今回 BL 初体験だったので、最初はまだ
かなりのドキドキモノでした。

ナイフとナイフで語り合う、男達の戦い！
とても素晴らしい作品だったと思います。

……余談ですが、私のお勧めキャラはシキです。
……ナイフじゃないですが、いいんです。

これからも皆様により楽しんでいただける作品作りを
頑張っていっていきます！

それでは、また次の作品でお会いしましょう！！

スクリプト：ちりゅう (Scripting : Chiryu)

Hi. Chiryu here. Nice to meet you.
Thanks for purchasing Togainu no Chi!

You probably won't be surprised to hear that this was my first BL experience.
And it was a doozy! Men letting their knives do the talking, one on one, no holds barred.
Now that's what I like to see.

...By the way, my favorite character is Shiki. He doesn't use a knife, but that's okay.

Anyway, it's time to work on our next game. See you there!

□ Togainu no chi_liner notes



広報：キラルくん (Public Relations : CHiRAL-kun)

It's been a long trip, though looking back, it feels like it went by in a flash. And now, finally, the game is in your hands. If you're reading this, then you've already had a taste of the Togainu world. How was it!? If even a little of the dev team's passion reached you, then I'm happy.

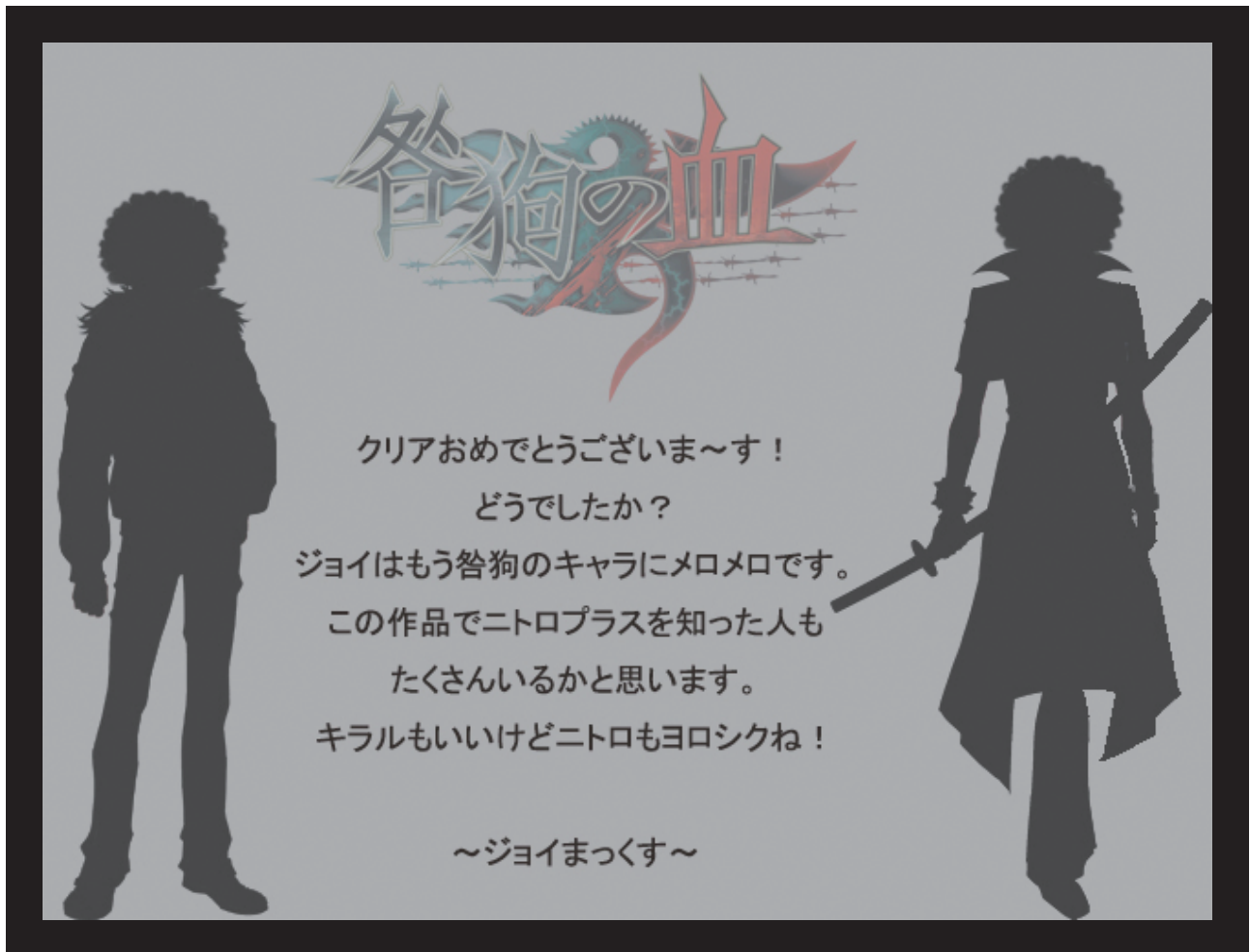
□Togainu no chi_liner notes



広報：ニトロくん (Public Relations：Nitro-kun)

Congratulations on finishing! Did ya have fun!?
Nitro-kun

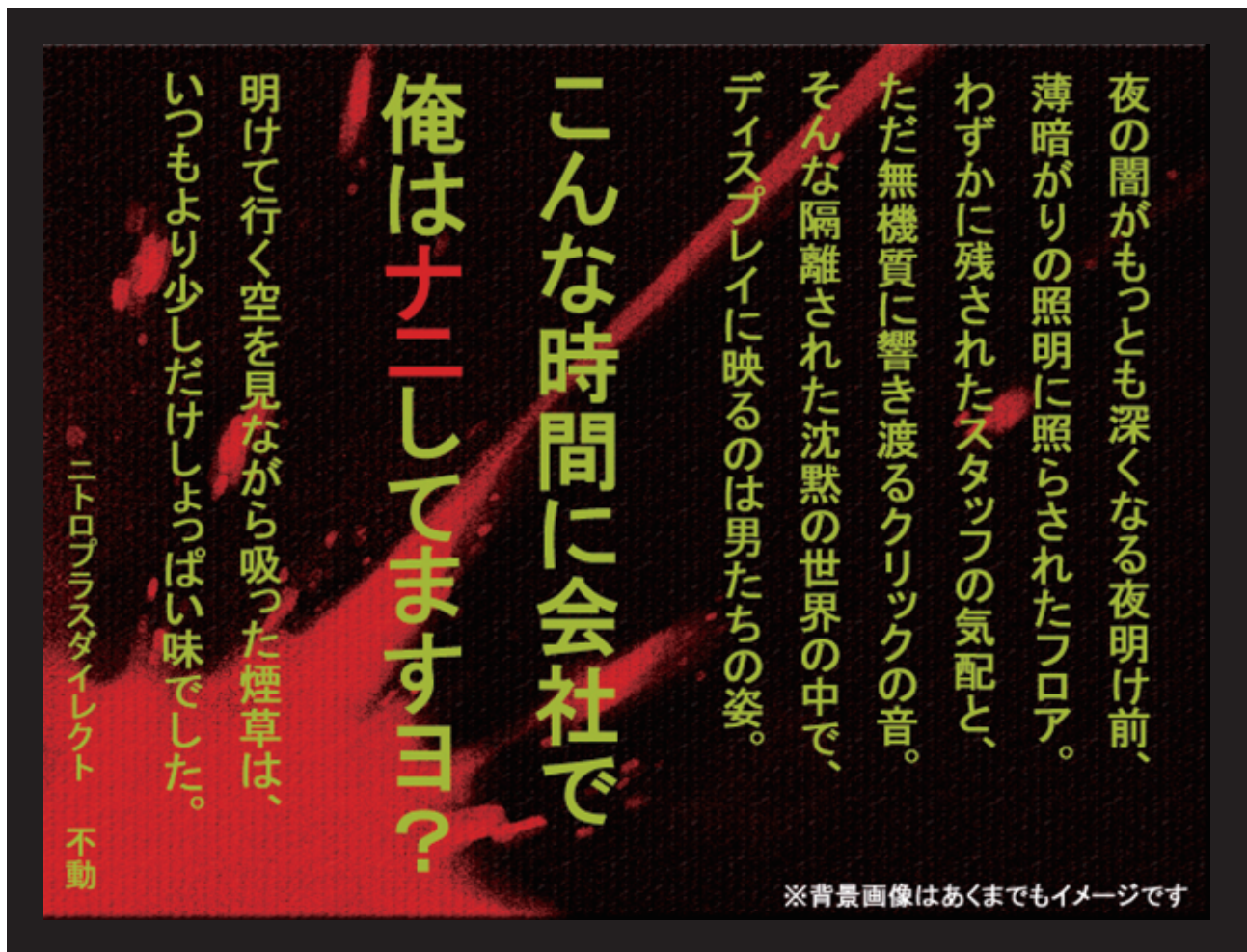
□ Togainu no chi_liner notes



広報：ジョイまっくす (Public Relations: Joy Max)

Congratulations on finishing! How was it?
I'm so in love with the characters! Wow!

Now I'm sure for a lot of you, this was your first Nitro+ game. I hope you'll check out the rest!



広報：不動 (Marketing: Fudou)

The darkest hour of the night. The office is barely lit, and silence reigns but for the sound of keyboards. In this tiny world, cut off from the outside, a handful of men sit in front of their screens, doing... wait. What are they doing? Where are their right hands?

That morning, as they watch the sun rise, the cigarette smoke tastes a little more bitter than usual.

□ Togainu no chi_liner notes

Digitaro

ボーイズゲームをプロデュースする。

これは美少女ゲームをプロデュースするよりも、
自分にとっては自然だったのかもしれない。

6歳年上の姉を持つ身としては、そう思えてならない過去の記憶が甦る。

愛読マンガは姉のお下がりばかり。

小学校2年男子にして、「ベルばら」に目覚め、萩尾望都先生にどっぷりとはまった後、

「はみだしっ子」に泣き、「パタリロ」に笑い、「エロ愛」の少佐に萌える。

もちろん石ノ森先生、横山先生をはじめ、尊敬する少年マンガ家は数あれど、

少年誌を定期購読するようになるには、原哲夫先生の登場を待たなければならなかった。

「咎狗の血」の開発を見守りながら、自分の中に潜む何かが湧き起こらんとする衝動。

そしてテストプレイを行った夜、思わず詠嘆の声を社内に響かせ、心は霧をつき抜けた。

……大好きデス、TOGAINU……

プロデューサー：でじたろう (Producer: Digitaro)

In retrospect, it was perhaps only natural that I one day produce a Boys' Love game, perhaps even more natural than all the work I've done on bishojo games thus far.

As a boy, most of the manga I read were hand-me-downs from my sister, who was six years older. Rose of Versailles made me a diehard fan. I cried at Hamidashikko, laughed at Patarillo, and fell for the Major from From Eroica with Love.

Of course, I also read classic shonen authors like Ishinomori Shotaro and Yokoyama Mitsuteru, but it wasn't until Hara Tetsuo made his debut that I became a regular shonen reader.

And so it was that as Togainu progressed, I felt something reawaken inside of me. And when I finally got to play the test build, well... let's just say my shouts of glee scared more than a few of my coworkers.

Thank you, Togainu, for lifting my heart once more above the clouds.

□ Togainu no chi_liner notes

本作の製作チームとの出会いは、一年前に遡るだろうか。既に彼女たちは企画段階を過ぎて実作業に入り、叩き台というかベータ版的な内容のものを仕上げていた。

その出来映えは、まあ端的に言って駄目駄目だったわけだが、それを検める役を負った私の中には、意識の隅に引っかかる何かが残った。

こいつら、間違っていない——直感的にそう判断した。

やりたい事の察しはつく。狙い所として勝算があるのも理解できる。そして何より重要なことに、彼女らには熱意があった。それも勢い任せの熱狂ではない。むしろ志気というべきか。最後まで戦い抜いて勝ち残ろうという鉄の意志。決して敗走はないという決意があった。製作の現場に必須であり、また往々にして得難い資質である。

それでも作ってきたものが駄目だったのは、要するに「やり方」が解っていないかったのだ。ただ、それだけのことならば——

戦うことの苦難に比べれば、戦い方を教えることはいとも容易い。ただ技術を教えるだけならば、大儀も、闘志も、まったく必要とはしない。

面談のその場で、私は製作総指揮を買って出た。さらにその場で彼女らを拘束し、第一回の企画会議を開始した。終電ギリギリまで粘って現状の問題点を洗い出し、それらの改善策について思いつく限り列挙した。

久しく味わう、密度の濃い一夜だった。まるで昨日のことのように思い出す。あれから過ぎ去った時間は長かったのか短かったのか。ともかく、ようやく待ち望んだ結果を見届ける日が来てくれた。

残念ながら、ボーイズラブは私の欲望の対象ではない。だが他人の欲望であろうとも、それを結実させる作業には喜びがある。

きっと私は、欲望の果実そのものが愛おしいのだろう。なにも摘み取って嚙らなくても、眺めて愛でるだけでもいい。いっそ自分の菜園でなく、他の誰かの庭になった実であつても構わない。

もつともつと罪深い欲望の果実で、この世界が鈴生りに埋め尽くされることを願って止まない。そのための手助けならば、これからも私は労を厭わないだろう。

虚淵 玄

監修/ディレクション: 虚淵 玄 (Supervising Editor: Urobuchi Gen)

I first got involved with this project about one year ago. By that time, the ladies on the dev team had already put together a working build I could play with.

To be brutally honest, that build was awful. But as I considered how we could improve it, I realized something: they weren't wrong.

I could tell what they were trying to accomplish. They had a vision, and more importantly, they had passion. Or perhaps I should say they had resolve, the will to keep fighting no matter the odds. This quality is essential to any successful project, and it is also one of the hardest to attain.

All they were missing was technique, but the how of fighting is so much easier to teach than the why. Anyone can go through the motions, but will, passion—these can't be taught.

At the first meeting, I eagerly claimed the role of project supervisor. I then locked all the doors and we began our first meeting. Nobody went home before the last train that night, but we came away with many ideas for how to make the game better.

Nights that impactful are rare. I remember it like it was yesterday. I don't know whether it was a long journey or a short one, but we've finally reached the finish line.

Although regrettably, Boys' Love has never been a focus of my desires, helping the Togainu team realize their desires was every bit as fulfilling as realizing my own. The fruit of desire is simply that wonderful; one need not taste it to appreciate its beauty.

I long for a day when these sinful fruits fill the world with their song, and I shall spare no effort to make that happen.